NES - JT - USA

Jimmy Connors

TENNIS

Instruction Booklet

ubi SOFT

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WARNING

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

JIMMY CONNORS

Few athletes have had as incredible an impact on their sport as Jimmy Connors! The facts speak for themselves:

- Jimmy Connors was ranked **Number 1 for 159 weeks**, the longest uninterrupted hold on the Number 1 spot in the history of men's tennis!
- Jimmy Connors holds a record **109 singles titles**, more than any other male player in tennis history!
- Jimmy Connors has captured **eight Grand Slam Championships**, including five U.S Open Championships, two Wimbledon titles and the Australian Open!

Jimmy CONNORS: the GREATEST tennis champion ever!

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THE MENUS

Generally, to choose an option within a menu, press the **UP** or **DOWN** area of the control pad. The **START** button, or the **A** and **B** buttons are used to confirm the selected options. The next menu is then displayed.

Music on / Music off

If you choose the **MUSIC ON** option, music and sound effects will be activated during the game. If you select the **MUSIC OFF** option, only the sound effects will be activated.

Select number of players

- You are playing alone: **1 PLAYER Mode.**
- You are playing with a friend: **2 PLAYERS Mode.**

Select the play mode

- **PLAY:** This option allows you to play in the tournaments.

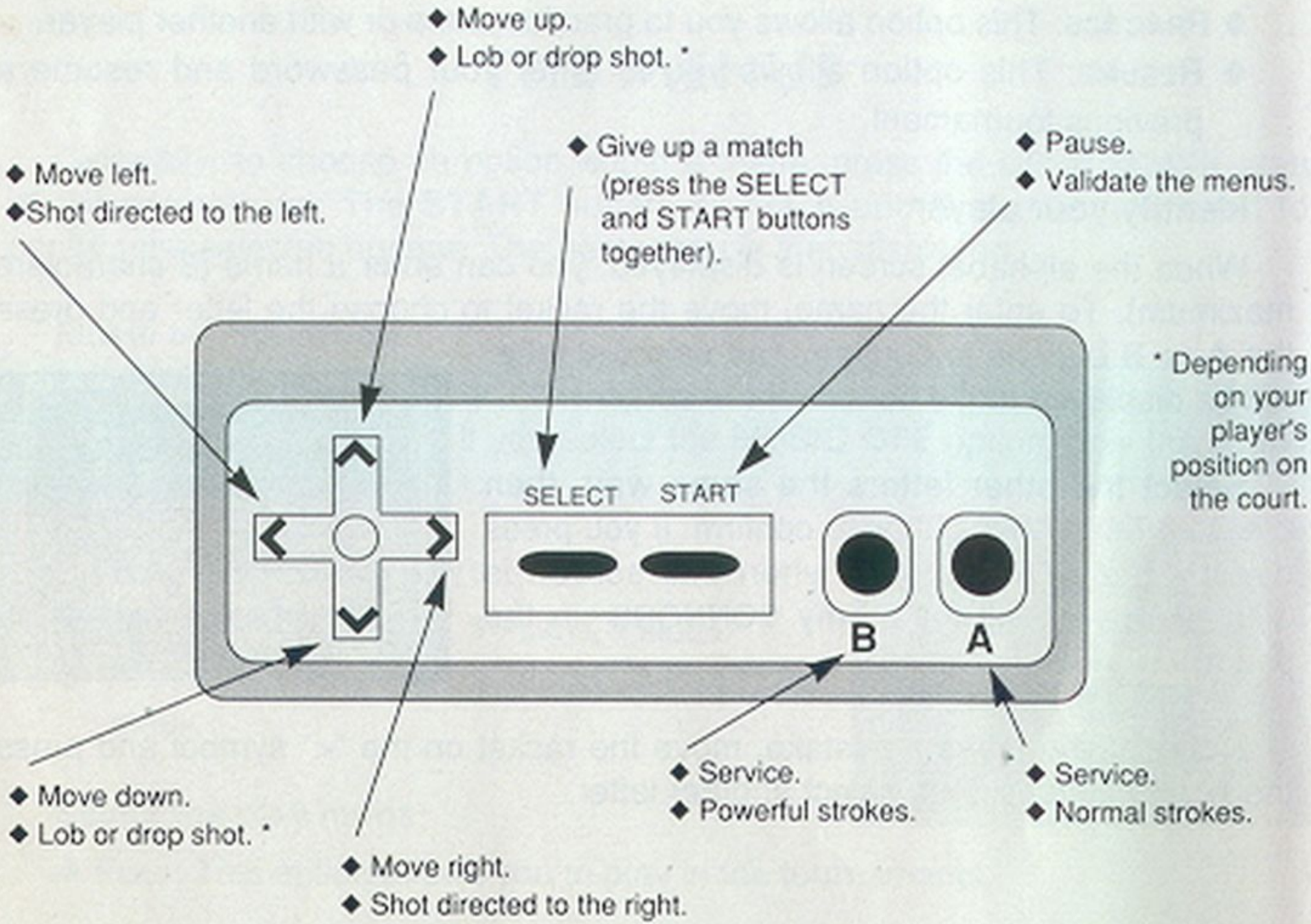
- **PRACTICE**: This option allows you to practice alone or with another player.
- **RESUME**: This option allows you to enter your password and resume a previous tournament.

Identify your player

When the alphabet screen is displayed, you can enter a name (8 characters maximum). To enter the name, move the racket to choose the letter and press the **A** or **B** buttons to confirm. The selected letter will be displayed at the bottom of the screen.

Select the other letters the same way, then press on the **START** button to confirm. If you press directly the **START** button when this screen is displayed, you will be Jimmy CONNORS in the game.

Note : If you make a mistake, move the racket on the "<" symbol and press the **A** or **B** buttons, then select another letter.


◆ Move up.
◆ Lob or drop shot. *
◆ Move left.
◆Shot directed to the left.
◆ Give up a match (press the SELECT and START buttons together).
◆ Pause.
◆ Validate the menus.
SELECT
START
B
A
* Depending on your player's position on the court.
◆ Move down.
◆ Lob or drop shot. *
◆ Move right.
◆ Shot directed to the right.
◆ Service.
◆ Powerful strokes.
◆ Service.
◆ Normal strokes.

GAME CONTROLS

SERVICE

Press the **A** or **B** buttons to serve.

Note:
You can control the direction of your service by using the control pad.

HITTING THE BALL

POWERFUL STROKE :
POWERFUL STROKE IS PLAYED WITH THE **B** BUTTON.

NORMAL STROKE :
NORMAL STROKE IS PLAYED WITH THE **A** BUTTON.

When your player is correctly positioned to hit the ball, press one of the stroke buttons (A or B). The player will stop running and get ready for the stroke. Release the button to hit the ball.

Use the LEFT and RIGHT areas of the control pad to control the ball's direction.

When you prepare your stroke, press the LEFT or RIGHT area of the control pad as long as you can to slice the ball in the corresponding direction.

Note: The stroke angle depends on the length of time the control pad was pressed.

The ball speed depends on the time you pressed the stroke button. The longer you press the button, the harder the ball will be hit.The ball's depth is controlled with the UP and DOWN areas of the control pad.
They work like the left and right buttons. When you press UP or DOWN, the ball will be correspondingly short or long.

Pause

Press the **START** button to pause the game. If you are playing, the match is suspended. To resume play, press any button.

Giving up a match

In **PLAY** (tournament) mode, press the **SELECT** and **START** buttons together. Press the **B** button to confirm. You will be disqualified from the tournament and return to the starting screen (Jimmy CONNORS picture).

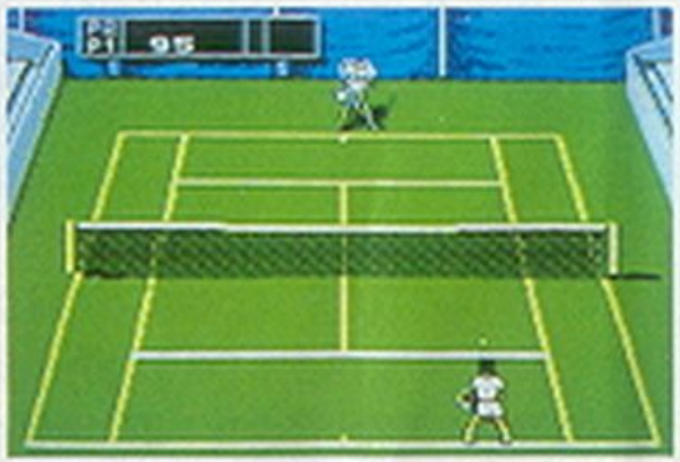
In **PRACTICE** mode, press the **SELECT** and **START** button together to return to the previous menu (Beginner, Intermediate, Smash Play, Advanced, Exit). If you want to restart from the beginning of the game, select the **EXIT** option.

PRACTICE

Use this mode to practice your tennis skills and test your friend's strokes.

After selecting the **PRACTICE** mode, choose the number of balls you want to use during your training session: 100, 200 or 300 balls (1 or 2 players mode). The number of balls remaining is displayed on the board, on the left of the court.

If you play alone, a machine will send the balls. You can choose the area where you want to practice on the court. Before you play, you just have to choose the practice level (Beginner, Intermediate, Advanced or Smash Play). The difficulty level affects the speed and direction of the ball.



Example: In Beginner mode, the balls are always thrown towards the player, no matter where he stands on the court.

In the 2 players mode, players alternate serves through the practice session. When the 100, 200 or 300 balls have been played by both players, the practice session ends.

TOURNAMENT SEASON (PLAY)

You will play against your NINTENDO ENTERTAINMENT SYSTEM™ (1 player mode) or a friend (2 players mode). You will play against your opponent in the finals of the greatest tournaments (Wimbledon, Australian Open, French Open, US Open). You will earn money for each victory. The winner is the richest player.

Note: The amount of money earned for each victory depends on the difficulty level of the match.

Example: The amount of money earned for winning a match in three sets against an advanced player during a world class tournament will be a lot higher than for a match won in one set against a beginner in a minor tournament.

After selecting the PLAY mode, choose the number of winning sets:

- **3 sets:** The first player to win 3 sets wins the match. 5 sets may be played.
- **2 sets:** The first player to win 2 sets wins the match. 3 sets may be played.
- **1 set:** The first player to win the set wins the match.

After this, select your opponent's level (in 1 player mode):

- Beginner
- Intermediate
- Advanced

Next, enter your player's name (1 or 2 players mode).

Before you play a tournament, an arrow shows you where it is happening. The names of the city and the tournament are displayed at the bottom of the screen.

The amounts listed in the following table represent the amount of money won when you play 1 set in "Beginner" mode.

The amount of money for each tournament is given in the table below :

COUNTRY	TOWN	TOURNAMENT	COURT	PRIZE
Australia	Melbourne	Australian Open	Grass	$30,000
Austria	Vienna	CA Tennis Trophy	Hard	$28,000
Belgium	Brussels	Belgian Indoor	Clay	$26,000
Canada	Toronto	Skydome World Tennis	Grass	$35,000
U.S.A.	New-York	US Open Championship	Hard	$34,000
France	Paris	Open de la ville de Paris	Clay	$49,000
Germany	Hamburg	BMW German Open	Grass	$52,000
Greece	Athens	Athens Grand Prix	Hard	$41,000
Italy	Roma	Campional INT'L d'Italia	Grass	$48,500
Japan	Tokyo	Open Tennis Championship	Hard	$60,000
Netherlands	Hilversum	INT'L Championship	Grass	$30,500
N.Zealand	Auckland	B.H. New Zealand Open	Grass	$45,000
Spain	Madrid	Madrid Grand Prix	Hard	$42,000
Sweden	Stockholm	Stockholm Open	Grass	$58,500
Russia	Moscow	Kremlin Cup	Hard	$39,000
UK	Wimbledon	All England Championship	Grass	$62,500

PASSWORDS

At the end of each tournament (won or lost), a password is displayed on the screen. Write this password down and keep it in a safe place if you want to resume a tournament later on. To enter the password, select the **RESUME** option.

How to enter your password:

Using the control pad, move the racket on the desired letter (or number) and press the A or B buttons. The letter (or number) will be displayed at the bottom of the screen.

Enter the other letters or numbers the same way, and press the **START** button to confirm. If you make a mistake, move the racket on the "<" symbol and press the A or B buttons, then select another letter.

TENNIS RULES

Score

To win a point, you must hit the ball into your opponent's half of the court and your opponent must fail to return the ball in your half of the court. Don't let the ball bounce more than once in your court before you hit it.

A game of tennis is composed of GAMES, SETS, and MATCHES.

Game

A game is scored 15, 30, 40 and game. If you and your opponent are tied at 40, this is called Deuce. At deuce, the first player to win two points in a row wins the game. When you win your first point at deuce, you have an advantage. That means you only have to win one more point to win the game.

Set

The first player to win six games wins the set. If the set is tied at six, you play a tie-breaker seventh game. In the tie-breaker game, the first player to reach seven points and lead by two points wins.

Match

A match can consist of 1, 3 or 5 sets.

Service

Player 1 serves first. Each player serves alternate games. You must serve from one side of the centermark (alternating each serve) to your opponent's service court diagonally across from you. For example, if you are standing on the right of the centermark, your serve must land in your opponent's RIGHT court.

You have two chances to serve the ball into your opponent's service court. A serve is good only if it lands in the correct service court. A serve is NOT good if the ball hits the net or lands outside the service court. When you miss your first serve, it is called a fault. If you miss the second serve, it is called a double fault. If you double fault, your opponent gets a point!

If you hit the net on your first serve and the ball falls into your opponent's court, it's called a let, and you get to take the serve over.

THE TENNIS COURT

Alley

The alley is the narrow strip on either side of the singles court. The alley is only used in doubles play. In singles play, a ball that lands in the alley is OUT.

Baseline

Your shots must land inside the baseline. Balls that land outside the baseline are out.

Centermark

You must serve from either side of the centermark.

Right and left service or force court

When serving, your serve must land in the court DIAGONALLY across from the side of the court from which you are serving. For example, if you are standing to the right of the centermark, your serve must land in your opponent's RIGHT court.

Service line

Your serve must land INSIDE the service line, on the correct side of the court. Any serve that lands outside the service line is OUT.

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CREDITS

Game design and development by NMS Software Ltd.
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Publishing director
Gérard Guillemot and Dominique Baes

Game tests and technical support
Serge Hascoet, Fréderic Markus, Frédéric Gaulbaire,
Denis Muffat-Méridol and Florence Gayet

Marketing
Carole Degoulet, Jean-Louis Braz

Manual
Florence Villatte

USA Marketing, Manual & Technical support
Mary Lynn Slattery

Jimmy Connors

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Printed in Japan

1505 Bridgeway, Suite 105
Sausalito, California 94965

Game counselors available 9 AM - 5 PM (PST) (415) 332-5011